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A N D R O :

**A
NEW GAME
AT
CARDS.**

Invented by a
YOUNG GENTLEMAN,
FOR THE
AMUSEMENT
OF
NOBLEMEN, GENTLEMEN,
and **LADIES,**
Admirers of a serious **GAME.**

L O N D O N :

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Price Six Pence.



(3)



A

NEW GAME

A T

CARDS, &c.



ANDRO, a young Gentleman, having accidentally lost a considerable Sum of Money, was forced to conceal himself for some Time from the Sight of his Creditors; none but his trusty Friend, *Florimond*, who had engaged himself to settle his Affairs,

A 2

knew

knew his Abode ; Business required his close Attendance, which made his Visits few and short. *Andro* had nothing to divert himself with, but a few Books which he found in his Chamber, most of which he had read already. If *Florimond's* Visits happened to be in the Evening, they usually play'd at Picquet for a couple of Hours. One Evening after *Florimond* had left him, he took the Cards up again, and with shuffling and looking them over, it came into his Head to invent a new Game, and to call it by his own Name ; and after having considered a little, he laid out the following Cards as useless in the Game, to wit: All the Sixes, Fives, Fours, except the Four of Clubs : All the Threes and Two's, except the Two of Hearts : The remaining Cards being Thirty-four in Number, he counted sufficient

cient for his Purpose, and here follows the Order of the Cards, and Rules of the Game.

The Knave of Hearts, if Hearts is Trumps, is the Supreme, and nothing can resist his Power; if he is the very Trump Card, the Dealer wins the Game without further playing, and takes up all the Money that lays upon the Table; if he is not the very Trump Card, he has no other Prerogative than being superior to all, and the Gentleman or Lady in whose Possession he happens to be, exacts a Shilling, or as much as the Company shall agree upon, from every Person engaged: But if Diamonds, Clubs or Spades happen to be Trumps, then he takes his old Station beneath the Queen of Hearts, and lords it over only the Ten, Eight and Seven of Hearts.

The

The next in Power, and (if Hearts is not Trumps) the highest, is the Two of Hearts; he retains always a Superiority, except, as has been said already, when Hearts is Trumps.

Then follows the Four of Clubs, inferior to none but the above-mentioned.

The Eight of Spades is the next.

Then the Nine of Diamonds; and lastly,

The Nine of Hearts.

These five Cards never change their Power.

Then follows the Ace, King, Queen, Knave, and remaining trump Cards in their old Order.

And lastly, the Ace, King, Queen, &c. of the other Cards.

The

The Rules of the Game are as follow:

1. More than five People ought not to be admitted.

2. The Cards are laid down upon the Table, and as many as are engaged, cut for Deal.

3. The highest deals. *N. B.* In cutting the Cards for Deal, no regard is had to the Knave and Two of Hearts, &c. but the Ace is counted the highest, then the King, Queen, Knave, &c.

4. Every Person puts a piece of Money upon the Table, or in something set there on purpose.

5. He that is to deal takes the Cards, and shuffles them; then lays them down again to be cut by the Person who sits on his right Hand; which done, he takes 'em up again,
and

and deals round, but only one Card at a Time, beginning with the Person who sits on his left Hand; having dealed out six Cards to each, he turns up Trumps.

6. If the Dealer has the good Fortune to turn up the Knave of Hearts for Trumps, then, as has been said already, he wins the Game; but if he turns up any one of the other five ruling Cards, then he takes up only one Piece of Money from the Table, the Value, as much as the Company agrees to.

7. As soon as every one has ranged their Cards in proper Order, the Person who sits on the left Hand of the Dealer, plays first, and so on, each in their Turn, and the Dealer the last.

8. Every Card that is first played, ought absolutely to be played to in its own proper Colour: As for Example,

ample, if the Leader plays a Heart, the Company must answer him with Hearts if they have any; if not, then they have leave to play what they will, and may take it with a Trump, or any of the ruling Cards; and it ought to be observed, that the Knave of Hearts, and the other five ruling Cards, are always Trumps, and ought to be used as such; so that if Hearts is played, and one should happen to have no other Hearts than the Knave, the Two, or the Nine, there is no necessity of answering the Colour, without you please, and so with the other; yet although you have smaller Hearts, you may if you chuse, take it with one of the above, as belonging to the same Colour.

9. He that makes the first fix
Tricks has the Game, and takes up
B all

all the Money that lays upon the Table.

10. If any of the Company has the good Fortune to have either four Aces, four Kings, four Queens, or four Knaves in his Hand all at once, he has won the Game, and takes up all the Money.

11. Or if they have but three Aces at once in their Hand, or Kings, Queens, or Knaves, then, after having shewed them to the Company they count two, and four Tricks more make the Game.

12. If one should happen to have the Ace, King, Queen and Knave of one Sort in the Hand, or the King, Queen, Knave and Ten, or any four succeeding Cards of one Sort, then you count two for it.

13. If you have five succeeding Cards of one Sort, you count four.

14.

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14. And if fix, you have the Game.

15. Or if you have the Knave of Hearts, and Hearts is Trumps, and the other five ruling Cards, then you have the Game likewise.

16. The same Order and Rules are observed if there are but four or three Persons engaged.

17. Four Aces, or four Kings, &c. wins the Game, without the least Opposition.

For the better understanding of this Game, here follows several Rules how it ought to be play'd.

1. Each Person puts down a Shilling before the Cards are dealt round, and which is done as often as the Cards are dealt.

A. deals the Cards, and turns up for Trumps the nine of Hearts, for

B 2

which

which he takes up a Shilling from the Table. His Cards consists of, the Knave of Hearts, the Four of Clubs, the Nine of Diamonds, the Ace of Hearts, Ace of Diamonds, and Ace of Spades.

B. the Person on his left Hand, and who is to play first has the Eight of Spades, the King, Queen, Knave and Ten of Diamonds, and the King of Spades.

C. has the King of Hearts, the Ace, King, Queen, and Knave of Clubs, and the Seven of Spades.

D. has the Queen of Hearts, the Knave of Spades, the Ten and Eight of Clubs, the Seven of Diamonds, and Queen of Spades.

E. has the Two, Ten and Seven of Hearts, the Nine of Clubs, and Ten and Nine of Spades.

The remaining four Cards, are the Nine of Hearts, and Eight of Hearts,

Hearts, the Eight of Diamonds, and Seven of Clubs.

B. who is to play first, says ; I have four Cards from the King. To which C. answers, They are not good. Then B. plays the King of Diamonds, and C. says, I have four from the Ace ; and none of the Company having a better, C. sets down two, and then plays his Seven of Spades to B's King, and D. plays his Seven of Diamonds, E. takes it with the Seven of Hearts ; and A. who till now kept Silence, tells the Company that he has three Aces, for which he counts two, and then takes the Trick with his nine of Diamonds, and counts three.

A. plays his Ace of Diamonds (thinking to himself, it has been trumped already, and consequently there is but little Hopes for me to make a Trick with it.)

B.

B. plays the Ten of Diamonds.

C. ventures to take it with the King of Hearts.

D. the Eight of Clubs ; and

E. takes it with his Two of Hearts, and then plays his Nine of Clubs.

A. takes it with the Four of Clubs.

B. plays the Knave of Diamonds.

C. the Knave of Clubs ; and

D. the Ten of Clubs.

A. plays the Ace of Spades.

B. Ventures to take it with the Eight of Spades.

C. the Queen of Clubs.

D. the Knave of Spades.

E. the Nine of Spades.

B. plays the King of Spades.

C. the King of Clubs.

D. takes it with the Queen of Hearts.

E. plays the Ten of Spades ; and

A. takes it with the Ace of Hearts,
and

and then plays the Knave, which makes him the Game.

B. deals the Cards, and the Seven of Spades is Trumps, he has the Nine of Hearts, and the Ace, and King of Spades, the Ace of Diamonds, and Eight and Seven of Clubs.

C. has the Two of Hearts, the Knave and Ten of Spades, the King and Queen of Diamonds, and Nine of Clubs.

D. has the Eight and Queen of Spades, the Ace and Knave of Hearts, the Knave of Diamonds, and the Queen of Clubs.

E. has the Nine of Diamonds, the Nine of Spades, the King and Queen of Hearts, and the Ace and King of Clubs.

A. has the Four, the Knave and Ten of Clubs, the Ten and Eight of Hearts, and the Eight of Diamonds.

C,

C. being eldest Hand, plays the Nine
of Clubs

D. takes it with the Queen of Clubs

E. takes it with the King of ditto

A. takes it with the Four of Clubs

B. plays the Seven of Clubs.

A. 1.

A. plays the Ten of Clubs

B. the Eight of Clubs

C. takes it with the Ten of Spades

D. takes it with the Queen of
Spades

E. plays the Ace of Clubs.

D. 1.

D. plays the Knave of Diamonds

E. takes it with the Nine of Spades

A. plays the Eight of Diamonds

B. the Ace of Diamonds

C. the Queen of Diamonds.

E 1.

E.

E. plays the Queen of Hearts

A. the Eight.

B. the Nine of Hearts

N. B. The Nine of Hearts is but one degree higher than the Ace of Spades; it would therefore have been equally the same, if he had play'd the Ace or King of Spades, for nothing less than the Nine of Diamonds can hinder him from the Trick.

C. takes it with the Two of Hearts

D. plays the Knave of Hearts.

C. plays the King of Diamonds

D. takes it with the Eight of Spades

E. plays the King of Hearts

A. the Ten of Hearts

B. the King of Spades.

D. Plays the Ace of Hearts

E. the Nine of Diamonds

A. the Knave of Clubs

B. the Ace of Spades

C. the Knave of Spades.

C. 1.

D. 2.

E. 2.

SECOND DEAL.

C. Deals the Cards, and the Four of Clubs is Trumps; for which he takes up One Shilling.

C. has the Nine and Ace of Diamonds, the Ace and Seven of Clubs, the King of Hearts, and Knave of Spades.

D. has the King, Knave and Ten of Clubs, the King of Spades, Ace of Hearts, and Ten of Diamonds.

E. has the Nine and Eight of Clubs, the Queen and Ten of Spades, the Seven of Hearts, and King of Diamonds.

A. has the Queen of Clubs, the Queen, Knave, Ten, and Nine of Hearts, and the Queen of Diamonds.

B. has the Ace and Nine of Spades, the Knave, Eight and Seven of Diamonds, and the Eight of Hearts.

D.

D. plays the Ten of Diamonds

E. the King of Diamonds

A. the Queen of Diamonds ;

but before he plays, acquaints
the Company with his having
four Cards from the Queen of
Hearts, for which he counts
2 ; and three Queens, for
which he counts 2 more.

C. 1.

B. plays the Seven of Diamonds

C. takes it with the Ace of Dia-
monds.

C. plays the Knave of Spades

D. the King of Spades

E. the Ten of Spades

A. the Nine of Hearts

B. the Nine of Spades.

A. 1.

5 before
makes the
Game.

THIRD DEAL.

D. *Deals the Cards, and the Seven
of Clubs is Trumps.*

D. has the Two of Hearts, Nine
of Diamonds and Nine of Hearts,

C 2

the

the Ace and King of Clubs, and the Ace of Spades.

E. has the Queen, Knave, Ten, and Eight of Clubs, the Ace of Diamonds, and Ace of Hearts.

A. has the Nine of Clubs, the King, Queen, and Knave of Diamonds, the King and Queen of Hearts.

B. has the Eight of Spades, the Knave, Ten, Eight and Seven of Hearts, and the Nine of Spades.

C. has the Four of Clubs, the King, Queen, Knave and Seven of Spades, and Ten of Diamonds.

E. plays the Eight of Clubs

A. the Nine of Clubs

B. takes it with the Eight of Spades

C. takes it with the Four of Clubs,
and

D. with the Two of Hearts.

D. 1.

D.

- D. plays the Nine of Diamonds,
which is always a Trump
E. the Ten of Clubs
A. the Knave of Diamonds, having } D. 2.
no Trumps
B. the Nine of Spades
C. the Seven of Spades. }

- D. plays the Nine of Hearts
E. the Knave of Clubs
A. the Queen of Diamonds } D. 3.
B. the Seven of Hearts
C. the Ten of Diamonds. }

- D. plays the Ace of Clubs
E. the Queen of Clubs
A. the Queen of Hearts } D. 4.
B. the Eight of Hearts
C. the Knave of Spades, }

- D. plays the King of Clubs
E. the Ace of Diamonds
A. the King of Hearts } D. 5.
B. the Ten of Hearts
C. the Queen of Spades. }

D.

- | | | |
|----------------------------|---|-------|
| D. plays the Ace of Spades | } | D. 6. |
| E. the Ace of Hearts | | |
| A. the King of Diamonds | | |
| B. the Knave of Hearts | | |
| C. the King of Spades. | | |

It is never advisable to play a high Card at the Beginning of the Game, except one should happen to have the Knave and Two of Hearts and Four of Clubs; for then it is very possible, that with playing the above you may fetch out, not only the small Trumps, but even the Eight of Spades, Nine of Diamonds and Nine of Hearts; which Cards, with the Two of Hearts and Four of Clubs, are always considered as standing Trumps, and must, if not guarded by smaller Trumps, submit to one another.

One

One Thing more ought to be observed in this Game, which is, that if the Game is not out with the first Deal, and one of the Company should happen to have 5 Tricks, and in the Second Deal be the Eldest Hand, and have a Card to play to the Ace of Hearts, or the Two of Hearts, which Cards none of the Company are able to take, that then he is out, notwithstanding his next Neighbour, or any one else, should have four Aces or four Kings, &c. or six following Cards of one Sort.

F I N I S.



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One Thing more to be
observed in this Game, which is
that if the Game is not out with
the first Deal, and one of the Com-
pany should to have 2
Tricks, and in Deal be
the Elder Hand have a Card
to play to the Ace of Hearts, or
the Two of Clubs, which Cards
none of the Company are able to
take, then when he is out, notwithstanding
standing his next Neighbor, or any
one else, should have four Aces or
four Kings, &c. or his following
Cards of one Suit.



F I W I S



